

**REMARKS**

Claims 1-14, 17-20, 22-25 and 27-30 are pending in this application. By this Amendment, claims 1, 6, 8, 10, and 27-30 are amended and claims 15, 16, 21, 26 and 31-36 are canceled without prejudice to or disclaimer of the subject matter recited therein. Support for the Amendment is found at, for example, page 16, lines 14-21 and Applicants' Fig. 2D. No new matter is added. Applicants respectfully request reconsideration and prompt allowance of the pending claims at least in light of the following remarks.

Claims 32-36 are objected to under 37 C.F.R. 1.75(c), as being of improper dependent form for failing to further limit the subject matter of a previous claim. Claims 32-36 are canceled. Thus, this objection is moot.

Claims 1-36 are rejected under 35 U.S.C. §103(a) over Burnout Review 2/12/2007, <http://xbox.gamezone.com/gzreviews/r19113.htm> (Gamezone). This rejection is respectfully traversed.\*

Independent claims 1, 6, 8, 10, and 27-30 are amended to clarify the "approach relation" and in particular clarify that when determined to be in an approach relation, the method automatically generates an action event in which the second moving object takes an erroneous action when the value of the first parameter is determined to have reached a threshold.

For example, as shown in Figs. 2A-D and explained at applicants' page. 16, line 3 to page 17, line 9, when the threshold is reached (Fig. 2C) after a first moving object is in an approach relation with a second moving object, the method may automatically generate an erroneous action, such as a spin, excessive braking, too high a cornering speed, etc. for the

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\*Applicants presume the Office Action intended to identify Gamezone with a June 17, 2002 publication date, which is the date indicated on the top of the webpage.

second object (Fig. 2D). This can realistically simulate a psychological factor in which the pressure applied by a vehicle in close pursuit causes the player/driver to make a mistake.

With respect to the claims, the Office Action acknowledges that Gamezone does not teach automatically generating an "action change event," but alleges that it is a design choice well within the level of ordinary skill to automate a manual process. Applicants assert that this is not a design choice but an inherent requirement for a fast action of the game.

Regarding the rejection of independent claim 1, this claim has been revised to clarify the "approach relation."

Moreover, Gamezone fails to disclose or suggest generating automatically an action event in which the second moving object takes an erroneous action when the value of the first parameter of the second moving object is determined to have reached a threshold value, as recited in independent claims 1, 6, 8, 10, and 27-30.

Gamezone only discloses that upon the "Near Miss" (alleged action event), the vehicle (alleged first moving object) receives an increase in the "Burn Motor" (alleged first parameter). This merely adjusts the first vehicle (object) speed to an unrealistic value based on its own player action. In the claims, however, the first parameter of the second moving object is changed and is changed to an erroneous action based on the approach relation of the first moving object.

Gamezone does not disclose any aspects of the passed vehicle, for example, as to what action it will take when being approached. Therefore, the claimed subject matter would not have been obvious in view of Gamezone.

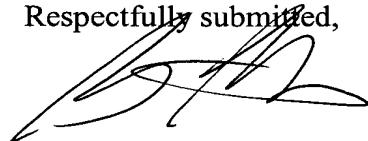
Thus, claims 1, 6, 8, 10 and 27-30 and claims dependent therefrom are patentable over Gamezone.

For the foregoing reason, withdrawal of the rejection is respectfully requested.

In view of the foregoing, it is respectfully submitted that this application is in condition for allowance. Favorable reconsideration and prompt allowance of the claims are earnestly solicited.

Should the Examiner believe that anything further would be desirable in order to place this application in even better condition for allowance, the Examiner is invited to contact the undersigned at the telephone number set forth below.

Respectfully submitted,



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